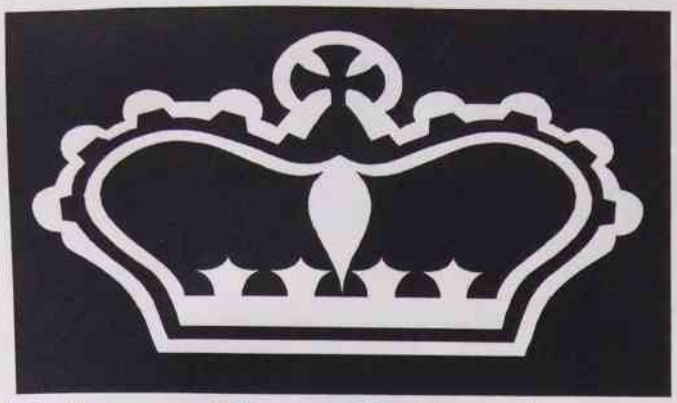
Alabama Chess Scholastic Antics

Volume 1 August - October Number 2

ALABAMA SCHOLASTIC CHESS SCHEDULE

1999-2000

ALABAMA CHESS FEDERATION



Alabama Chess Federation 1999-2000 Scholastic Chess Calendar

For details see tournament announcements in this publication or **http://www.cis.uab.edu/info/faculty/sloan/ACF/events**

14 August - Back 2 School Blues

4 September - Labor Day Scholastic

9 October -6th Annual Junior Team

13 November - Hope Hull Scholastic

December - Individual School Tournaments

15 January - Millbrook Scholastic

5 February - Hoover Scholastic

11 March - Alabama Scholastic Individual Championship

8 April - Alabama Scholastic Team Championship

May - Individual School Tournaments

LABOR DAY SCHOLASTIC TOURNAMENT SCHOLARSHIPS

If you are NOT a member of the United States Chess Federation and have NOT played in a rated tournament, you may have a scholarship to play in the Labor Day Scholastic Chess Tournament on Sat., Sept. 4, at the Sheraton Civic Center. The scholarship includes USCF membership (age 14 & under $12, 15 to 18 $17), ACF membership ($5), and advance tournament entry $12. Ask your chess teacher to call Richard Ellis .

1999 ALABAMA SCHOLASTIC CHESS CHAMPIONS

Andrew Whatley
State & High School Champion

Ryan Willis
Middle School Champion

Joseph Chaffee
Elementary Champion

Miles Melvin
Primary Champion

1999 ALABAMA SCHOLASTIC CHESS TEAM CHAMPIONS

Alabama Team Champions

Fairhope

Greg Benke
Joseph Bulger
Kevin Vallier
Trae Roush

High School Team Champions

ASMS Dragons I

Shafer Gaston
Trent Sims
Dereki Woodham
Kevin DeAndrade

Middle School Team Champions

Simmons Bucs & Checks

Brennan Young
Al Tanju
Michael Dupre
Jack Gerrity

Elementary Team Champions

Cook'n With Forks and Skewers

Lewis Lehe
Nathan Hall
Sturgeon Christie
Sarah Boyd

Primary Team Champions

Chaffee Fighting Frogs

Miles Melvin
John David Simms
Michael Holt
Chase Wilson

The purpose of this booklet from the Scholastic Division of the Alabama Chess Federation is to inform students, parents and educators about state level tournaments for players from kindergarten through the twelfth grade.

If your school has a chess program, you probably want to play in tournaments. This is a great opportunity for you to test your skills against new opponents, and make new friends who share your interest in chess.

If you would like to provide chess for students, this booklet has to help you develop a program.

Why should a school want their students to play chess?

The game of chess helps young people with the development of problem-solving skills, increased attention span, planning, and self-discipline. Girls and boys learn to think logically, look for patterns, and deal with consequences of their actions. Chess is a competitive game, but good sportsmanship and fair play are taught as important elements of success.

Scholastic chess provides a challenge for students while building confidence and self-esteem. It is a combination of educational and social activity with both individual and team rewards. Students work together, in a mentally stimulating activity, to practice, learn, teach, and to develop friendships.

Isn't chess just for smart kids?

Girls and boys are smart in lots of different ways! There are excellent chess players who also have learning disabilities and need extra help with school work. There are children who have behavior problems in the classroom, yet when they play chess, they shake hands with their opponent before and after each game, and are able to concentrate for extended periods of time. You may be surprised to find out who is good at chess!

Can kids in elementary school really play chess?

You bet they can play! And, the best way to get better at chess is to play frequently with many different people. Young children are most successful when they learn games with just a few pieces in the beginning. It is not unusual to find kindergarten and first grade players at tournaments, although the majority of scholastic players in Alabama are in the upper elementary range.

Does it cost a lot to play chess?

Uniforms? Chess is a very affordable sport! No uniform or protective gear is necessary, but some kids like to wear their school, or souvenir T-shirts (about $10-$15). Chess has another advantage; no physical injuries! Not only is the game good for your mind, it is also good to your body!

Equipment? The price of chess sets will vary with quality, ranging from $3.98 to lots of money! A student set is available from the United States Chess Federation (USCF) for about $15.00. Advanced players may want to use a chess clock to time games adding from $40-$100 to the cost of equipment.

Tournaments? Rated tournaments usually have a registration fee to cover the cost of trophies and reporting the results to the USCF. This expense is between $10 and $15 for early registration, and may double for on-site registration. A USCF scholastic membership (age 14 and under $12/yr, Youth $17/yr) is required for rated tournaments. An ACF scholastic membership ($5/yr) is required for state championship tournaments.

How good should a player be to enter a tournament?

At any Alabama scholastic tournament there are players at all levels of ability. Some of the K-3 kids barely know how to move all the pieces or how to

checkmate. At the elementary level, there are beginners, kids with some experience, and about a half dozen very good players. Tournaments like the Back-2-School Blues and the Junior Team are good for finding out what it's all about. The championship tournaments bring out more experienced competitors, but there are always surprises as new contenders appear!

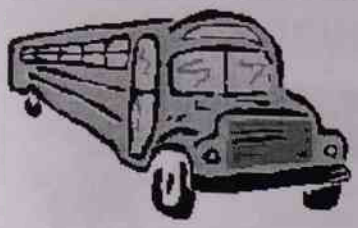
The important thing is to treat the tournament experience as an excellent learning opportunity. There are always stories of a child who lost every game, telling his or her parents that it was the most fun they ever had! Adults want children to win so much, that they sometimes miss the value of playing against new opponents, watching people play chess all day, and making new friends.

U.S. Chess Center RULES OF ETIQUETTE

1. **Every game must begin and end with the players shaking hands.**
2. **Between the two handshakes, no talking is permitted. "Check" need not be said. Players are responsible for noticing where all of the pieces on the board are located, and what threats are pending.**
3. **Never do anything to distract any other player in the tournament, especially your opponent.**
4. **Always use the "touch move" rule.**
5. **If an illegal move is made, the tournament director should be summoned. In a tournament using a "Sudden Death" time control, the other player receives an extra two minutes when one player makes an illegal move.**
6. **Never gloat over a victory, or become despondent or hostile following a defeat. It is always best to analyze the game with your opponent, after the game ends, and in a different room from where you played. Leave the playing room quietly when you finish so as not to distract the other people who are still playing.**
7. **Never comment on a game that is in progress, whether the game is yours or one that you are just watching.**
8. **The tournament director has the authority to punish breaches of etiquette, and may add or subtract time as a sanction.**

IMPORTANT!

Proof of membership in the United States Chess Federation and the Alabama Chess Federation is required for rated tournaments. You may (1) Send membership fee with registration, (2) pay membership fees at the tournament, or (3) bring your membership card or a mailing label from your copy of *School Mates, Chess Life*, or *Alabama Chess Antics*.



"Back-2-School Blues"

Scholastic Tournament

WHEN:	August 14, 1999
LOCATION:	Springville Road Library, Birmingham, AL. I-59 to Roebuck Parkway exit; go east +/- 2 miles; Right on Old Springville Rd(just past Alabama Power); Library 1 mi. on left
FORMAT:	5 round Swiss. USCF rated. Game in 30 minutes. On site check-in 9:00-9:45 AM. Rounds begin at 10:15, 11:30, 1:00, 2:15, and 3:30.
PREREQUISITE:	USCF membership (14 years & under $12/yr, Youth $17/yr) ACF membership ($5/yr)
SECTIONS:	Open (K-12), Elementary (K-6), Primary (K-3)
ENTRY FEE:	**ADVANCE REGISTRATION ONLY. NO ON-SITE REGISTRATION** $12 if postmarked by July 31. After July 31, $30.
REGISTRATION:	**NO ON-SITE REGISTRATION** Make checks payable to Dale Robbins Send entry form, entry fee (plus USCF and ACF fees if due) to: Dale Robbins
PRIZES:	1st, 2nd, 3rd each section. Additional Place trophies based on total registrations postmarked by 7/31/99(**REGISTER EARLY!**)
QUESTIONS:	Dale Robbins

==========FILL IN COMPLETELY==========

NAME _____SECTION_____

USCF ID_____Exp.Date_____Rating_____ DOB_____GRADE_____

ADDRESS_____

_____

FEES DUE (Check all that apply and total):

USCF Youth membership($17)	(NEW) ____	(RENEW) ____
USCF Scholastic membership($12)	(NEW) ____	(RENEW) ____
ACF membership ($5)	(NEW) ____	(RENEW) ____
Entry Fee	($12 by 7/31/99)____	($30) ____

TOTAL ENCLOSED $_____

1999 Labor Day Scholastic Chess Tournament

DATE: Saturday, Sept 4, 1999

LOCATION: Sheraton Civic Center, Birmingham, Alabama

DIRECTIONS: From I-59 N take 17th Street Exit, turn right at bottom of exit ramp, then left at 1st light onto 8th Ave North. Go 4 blocks and turn left onto 21st Street North. Go 2 blocks. Sheraton is on your right.
From I-59 S, take 22nd Street Exit. At bottom of exit, go straight one block to 21st Street N, turn right, go ½ block. Sheraton is on the right.

DETAILS: 5 Round Swiss. USCF Rated. Three sections by grade: Open (K-12), Elementary (K-6), Primary (K-3). Sections may be merged, depending on entries.

TIME CONTROL: Game in 30 minutes.

REGISTRATION: Advance Registration:
Send entry form and fees to:
Richard Ellis
C/O Birmingham Chess Club

ON-SITE REGISTRATION 7:45 – 8:30 a.m. Advance registrants check-in on site 8:00 - 8:45 a.m. Players meeting at 8:45 a.m.

ROUNDS: 9:00, 10:30, 12:30, 2:00, 3:30.

MEMBERSHIP: All participants must be USCF ($12 scholastic ages 14 & under, $17 youth) and ACF ($5) members. (Please note: ACF memberships expire on the 1st day of the month shown on the card. If your ACF membership expiration is 9/99, you WILL need to renew in order to participate in this tournament.) If you are not a member of these organizations or need to renew, include membership fees along with your entry and we will handle all membership forms for you.

ENTRY FEE: **$12 advance registration if postmarked by 9/2/1999. $25 for on-site scholastic registration. Make all checks payable to Birmingham Chess Club.**

TROPHIES: Open: 1st-3rd place. Elementary: 1st-3rd place. Primary: 1st-3rd place.
Additional prizes possible, based on Advance Entries by August 28.

INFORMATION: Tom Young - Scholastic Event Coordinator
Richard Ellis – Tournament Organizer

========== cut here and mail with payment ==========

Note: All information is required. Form must be filled out completely.

Player's Name: _____

Address: _____

City: _____ **ST:** ____ **Zip:** _____

Age: _____ **Date of Birth:** _____ **Grade:** _____

USCF ID: _____ **Exp. Date:** _____

ACF Member? Yes No **Exp. Date:** _____

Parent Name: _____ **Home Phone:** _____

Entry Fee (circle one)	$12 (by 9/2) $25 (after)
USCF membership ($12 or $17)	
ACF ($5 Scholastic)	
Total Enclosed (If paid along with an entry to the Alabama State Championship show check number)	$_____ Check # _____

6th Annual Alabama Junior Team Chess Tournament

LOCATION: South Shades Crest Elementary School
3770 South Shades Crest Road
Hoover, Alabama 35244

DIRECTIONS: Exit 10 on I-459 (one exit West of the Galleria). Travel West on 150 toward Bessemer. At the first traffic light after the exit,turn left on to South Shades Crest Road. Cross the expressway, go down the hill and turn right into "Willow Lake Estates". An almost immediate left turn heads you into the SSC parking lot.

DATE: 9 October 1999

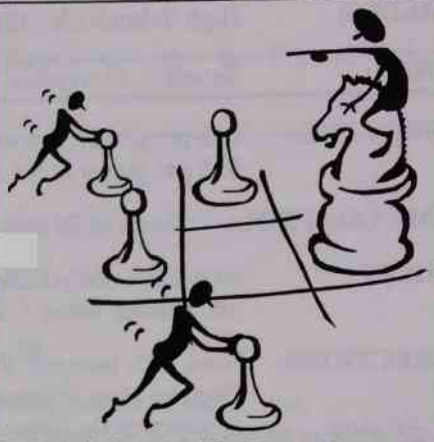
DETAILS: 4 Player Teams. 5 Round Swiss. USCF Rated.

TIME CONTROL: Game in 30 minutes

ROUNDS: 10:15, 11:30, 1:00, 2:15, 3:30

REGISTRATION: For early registration, send entry form and fees to:
Kenneth Sloan

or register at site 8:30-9:30
MANDATORY players' meeting: 10:00.



ENTRY FEE: $50/team if Postmarked by 2 October.
$60/team if e-mailed by 6 October (pay at site)
$80/team at site.
Make checks payable to: Kenneth Sloan

MEMBERSHIP: All participants must be USCF (under 14 $12; under 19 $17; adult $40) and ACF ($5) members.
Memberships available on site. (other states OK)

PRIZES: Plaques to all 4 players, top 2 teams in each of two categories: Open (18 & Under) and Reserve (12 & Under) Separate sections ONLY if at least 10 teams in each category - otherwise one section (but all prizes!)

CONCESSIONS: Breakfast, lunch and snacks. Chess Books/Equipment.

Teams consist of exactly 4 players (no alternates). Teams with fewer than 4 players are acceptable, but strongly discouraged. It may be possible to form teams (or add a player) during registration. All players must be 18 or younger.

PLEASE INDICATE CHOICE OF SECTION. All players in the RESERVE section must be 12 or younger. Teams which register for the RESERVE section will only be eligible for RESERVE prizes, even if sections are merged.
There are NO other restrictions (such as school or club memberships).

==========**Please Fill in COMPLETELY**==========

Team Name:_____ **Open/Reserve?**_____

NAME_____USCF ID_____

ADDRESS_____City_____ZIP_____Birthdate_____

NAME_____USCF ID_____

ADDRESS_____City_____ZIP_____Birthdate_____

NAME_____USCF ID_____

ADDRESS_____City_____ZIP_____Birthdate_____

NAME_____USCF ID_____

ADDRESS_____City_____ZIP_____Birthdate_____

HOPE HULL SCHOLASTIC CHESS TOURNAMENT

DETAILS: 5 Round Swiss * USCF Quick Chess rated

SECTIONS: 3 sections: High School, Elementary, and Primary

GRADES: High School-7th - 12th Elementary -4th - 6th & Primary-K - 3rd

WHEN: Saturday, November 13, 1999

ENTRY FEE: $15 per player, if rcvd by 8 NOV '99
$22 per player at the site; No Exceptions

TIME CONTROL: Game in 29 minutes (G/29)

WHERE: HOOPER ACADEMY
380 Fischer Road * HOPE HULL, AL

DIRECTIONS: From I-65, take exit 164. Proceed about 1/5 of a mile towards Pintlala. Now follow the signs for Hooper Academy on the right as you pass the Texaco station. Coming from I-85, exit onto I-65 South and take exit 164. Coming from Troy, take South Blvd in Montgomery to I-65 South. Then take exit 164.

ROUNDS: 10, 11:15, 1:00, 2:15 & 3:30. Awards at 4:50 PM.

PRIZES: Trophy to Top 4 players in each Section.

CONCESSION: Lunch, Snacks and Drinks provided by Hooper PTA.

MEMBERSHIP: All participants must be USCF ($12/$17) members.

REGISTRATION: For late entries, 8:30 until 9:15 at the site.
For early registration, send entry form and fees to:
Caesar Lawrence

Make checks payable to: Caesar Lawrence

QUESTIONS: Caesar or Harry Wilkins

✂--- cut here and mail with payment ---✂

Player Name: _____ Grade: _____

Address: _____ Birthdate: _____

City: _____ ST: _____ ZIP: _____

USCF ID#: _____ Exp. Date: _____ Rating: _____

Entry Fee: _____ + USCF Membership Fee: _____ = TOTAL $ _____

MILLBROOK SCHOLASTIC CHESS TOURNAMENT

DETAILS: 5 Round Swiss * USCF QC RATED

SECTIONS: High School, Jr. High, Elementary, Primary

GRADES: High School - 10th - 12th JH - 7th - 9th Elem. - 4th - 6th & Pri. - K - 3rd

WHEN: Saturday, January 15, 2000

ENTRY FEE: $15 per player, if rcvd by 10 JAN '00
$22 per player at the tournament site

TIME CONTROL: Game in 29 minutes (G/29)

WHERE: CHAPMAN ACADEMY
4711 CHAPMAN ROAD * MILLBROOK, AL

DIRECTIONS: From I-65 take exit 181 (Hwy 14 East). Proceed 2 miles to traffic light.
Turn right at light onto Browns Road. Stay on Browns until stop sign at Main St.
Go right for 1 block. Go left and turn onto Chapman Road.
The school is the next to last building on the left before the stop sign.

ROUNDS: 10:00, 11:15, 1:00, 2:15 & 3:30. Awards at 4:50 PM.

PRIZES: Trophy to Top 4 players in each Section.
Plus Door Prizes: Chess Magazines a/o Books!

CONCESSION: Lunch, Snacks and Drinks provided by Chapman PTA.

MEMBERSHIP: All participants must be USCF ($12/$17) members.

REGISTRATION: For late entries, 8:30 until 9:15 at the site.
For early registration, send entry form and fees to:
Caesar Lawrence

Make checks payable to: Caesar Lawrence

QUESTIONS: Caesar or Jon Chapman

✂-✂-✂-

HOOVER SCHOLASTIC CHESS TOURNAMENT

5 FEBRUARY 2000

LOCATION: South Shades Crest Elementary School
3770 South Shades Crest Road
Hoover, Alabama 35244

DIRECTIONS: Exit 10 on I-459 (one exit West of the Galleria). Travel West on 150 toward Bessemer. At the first traffic light after the exit, turn left on to South Shades Crest Road. Cross the expressway, go down the hill and turn right into "Willow Lake Estates." An almost immediate left turn heads you into the SSC parking lot.

DATE: 5 February 2000

DETAILS: 5 Round Swiss. USCF Rated. Four sections, by grade:
Open (K-12), Jr. High (K-9), Elementary (K-6), Primary (K-3)
Players are strongly encouraged to play in the lowest section for which they are eligible - but may "play up".
Sections may be merged at the TD's discretion.

TIME CONTROL: Game in 30 minutes

ROUNDS: 10:15, 11:30, 1:00, 2:15, 3:30

REGISTRATION: For early registration, send entry form and fees to:
Vasha Rosenblum
South Shades Crest Elementary School

or register on site 8:30-9:30
Make all checks payable to: South Shades Crest
MANDATORY players' meeting: 10:00.

ENTRY FEE: $15 if postmarked by 29 January. $30 on site.

MEMBERSHIP: All participants must be USCF scholastic: under 14 $12, else $17; adult $40) Memberships available on site.(other states OK)

PRIZES: Trophies to top 10 in each section.
Trophy to top team in each section (4 highest scores).

TEAMS: This is an individual event, with secondary team prizes. Teams may represent a school or club. Pairings will be "team-blind".

CONCESSIONS: Breakfast, lunch and snacks. Chess Books/Equipment.

QUESTIONS: Vasha Rosenblum,

==========**Please fill in COMPLETELY**==========

Name_____ USCF ID_____ Exp Date_____

Address_____ Section_____ Grade_____

_____ ZIP_____ Date of Birth_____

Team/School/Club_____ Coach_____

Enclosed: Entry Fee _____ USCF New _____ USCF Renewal _____

2000

Alabama State Individual Chess Championship

WHEN: Saturday, March 11, 2000

WHERE: Advent Episcopal Day School, Birmingham, Al.

DIRECTIONS: From I-59 N take 17th St exit. At 5th Ave. N, turn left. Go to 21st St and turn left. Entrance is on the corner of 6th Ave & 21st St. N.
From I-59 S take 22nd St exit and turn left. At 6th Ave N, turn right. School is one block on the left.

FORMAT: USCF rated 5 round Swiss. Game in 30 minutes time control.

SECTIONS: Open(K-12), Jr. High(K-9), Elementary(K-6), Primary(K-3)

SCHEDULE:

Check-in/Registration	8:00 - 8:45 AM
Opening Ceremony	9:00 - 9:15 AM
Round One	9:30 - 10:30 AM
Round Two	11:00 - 12:00 AM
Round Three	12:30 - 1:30 PM
Round Four	2:00 - 3:00 PM
Round Five	3:30 - 4:30 PM
Award Ceremony	5:00 - 5:30 PM

AWARDS:
High School State Champion, 1st - 5th place
Junior. High State Champion, 1st - 5th place
Elementary State Champion, 1st - 10th place
Primary State Champion, 1st - 10th place

PREREQUISITE: Must be members of the U.S. Chess Federation and the Alabama Chess Federation
USCF membership (14 yrs & under - $12, Youth - $17) ACF Membership is $5

ENTRY FEES: On-site..... $30
Mail-in postmarked by 3/04/2000..... $14
Mail entry forms and all fees to: Dale Robbins

INFORMATION: Dale Robbins

Name:_____ Grade: ____ Birthdate: _____

Address: _____ Section: _____

City: _____ State: ___ Zip: _____

USCF ID: _____ Exp. Date: _____ Rating: _____

USCF Membership(Circle): NEW RENEW CURRENT ($17 Youth, else $12)
ACF Membership (Circle): NEW RENEW CURRENT ($5)

ENTRY FEE(Circle): Mail-in ($14) On-site ($30)

Alabama State Scholastic Team Chess Championship

April 8, 2000

LOCATION: Simmons Middle School, 1575 Patton Chapel Road, Hoover, 35226
DIRECTIONS: Exit 7 on I-459 (the Galleria exit). Travel North on US Hwy 31, approximately ½ mile. Turn left at the traffic light onto Patton Chapel Road. Follow Patton Chapel approximately 1 mile. School is on the left.
DATE: April 8, 2000
FORMAT: 4 Player teams (no alternates). Teams with fewer than 4 players are acceptable, but strongly discouraged. 4 round Swiss. USCF rated. Game in 30 minutes. On-site check-in 8:15 – 9:00 AM, MANDATORY players' meeting: 9:15 AM.
PREREQUISITE: Team members MUST attend the same school, administered by a single principal (or equivalent). Alabama schools only. Team roster must be in USCF rating order.
MEMBERSHIP: All participants must be USCF (under 14 $12; under 19 $17) and ACF ($5) members. Memberships & renewals available.
ROUNDS: 9:30, 11:00, 1:00, 2:30
SECTIONS: Open (K-12), Junior High (6-9), Elementary (4-6), Primary (K-3)
ENTRY FEE: Advance Registration only! No On-Site Registration!
$48/team if mailed or emailed by April 1(pay at site for email)
$60/team if mailed or e-mailed after April 1.
REGISTRATION: Must be received by 4:00 PM, Friday, April 7.
NO ON-SITE REGISTRATION!
Send completed entry form, entry fee (plus USCF and ACF fees if due) to: Tom Young
or e-mail to Tom Young (pay at site)
Make all checks payable to: Tom Young
PRIZES: State Team Champions, High School Champions, 2nd Place High School Team, Jr. High Team Champions, 2nd Place Jr. High Team, Elementary Team Champions, 2nd Place Elementary Team, Primary Team Champions, 2nd Place Primary Team
CONCESSIONS: Breakfast, lunch and snacks. Chess Books/Equipment.

==========**Please Fill in COMPLETELY**==========

Team Name:_____ Section_____

School: _____ Coach: _____ Phone: (____)_____

1. NAME_____USCF ID_____ EXP. DATE _____

ADDRESS_____PHONE (___)_____BIRTHDATE_____

CITY _____ STATE _____ ZIP: _____ RATING: _____

2. NAME_____USCF ID_____ EXP. DATE _____

ADDRESS_____PHONE (___)_____BIRTHDATE_____

CITY _____ STATE _____ ZIP: _____ RATING: _____

3. NAME_____USCF ID_____ EXP. DATE _____

ADDRESS_____PHONE (___)_____BIRTHDATE_____

CITY _____ STATE _____ ZIP: _____ RATING: _____

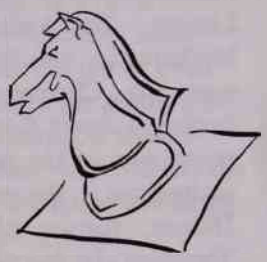
4. NAME_____USCF ID_____ EXP. DATE _____

ADDRESS_____PHONE (___)_____BIRTHDATE_____

CITY _____ STATE _____ ZIP: _____ RATING: _____

FIRST SUNDAY QUADS

WHEN: First Sunday of (almost) every month (please check the ACF Calendar)
WHERE: Hill University Center on the UAB Campus (corner of University Ave and 14th Street South). Usually, we are either on the 4th floor or in the Great Hall; please check at the information desk.
WHAT: Low-cost USCF rated Quads, G/45. Some sections may be Hex, or G/30. Adults and Scholastics.
REGISTRATION: 1:00-1:30
ROUNDS: 1:45, 3:15, 4:45.
ENTRY FEE: $2.
SPECIAL DEAL: If 5 or more Quads, the middle quad plays FREE!
PRIZES: Clear winner in each section receives free entry to the next event.



All ages and all playing levels welcome. Children under 12 must be accompanied by parent. USCF Membership Required (available on site).

This is a popular low-stress format. Come and enjoy the chess! No big $$, no big trophies - just chess. Please bring sets, boards and clocks. Round times are nominal - we'll play each round ASAP (RR format means no delay for pairings).

Questions? - contact Kenneth Sloan

Jefferson County Scholastic Chess League

Congratulations to all teams on a great year of chess. Special congratulations to John Carroll, Advent, and Vestavia West for placing First in the Open, Elementary, and Primary sections of League play. These schools received a special trophy for their achievement at the Alabama Team Championship hosted at John Carroll Cqatholic High School. The winning schools also received one fee paid 4-player team entry for the Championship event.

All school teams did a great job this year and there were some great battles across the board. Play as much as you can before next year and help your school take the prize!

PURPOSE OF THE JCSCL

The Purpose of the Jefferson County Scholastic Chess League is to provide semi-formal chess competition among teams of Jefferson County youth in grades K-12. A team consists of a number of players from one school. The goal is participation with a flexible approach toward the rules of tournament play.

REGISTRATION FEE

A registration fee of $25 is requested to cover awards and mailings.

For more information contact Dale Robbins:

To register, contact Vasha Rosenblum

Open Section:

TEAM	1	2	3	4	Total
1. Briarwood	X	0	0	0	0
2. John Carroll	1	X	1	1	3
3. Simmons	1	0	X	0	1
4. Vestavia Hills	1	0	1	X	2

Elementary Section:

TEAM	1	2	3	4	5	6	Total
1. Advent	X	1	1	1	1	1	5
2. John F. Bryan	0	X	1/2	1	0	0	1 1/2
3. Cherokee Bend	0	1/2	X	1	0	0	1 1/2
4. Grantswood	0	0	0	X	0	0F	0
5. Rutledge	0	1	1	1	X	1/2	3 1/2
6. S. Shades Crest	0	1	1	0 F	1/2	X	2 1/2

Primary Section:

TEAM	1	2	3	4	Total
1. Advent	X	0	1	0	1
2. South Shades Crest	1	X	1	0	2
3. Vestavia East	0	0	X	1/2	1/2
4. Vestavia West	1	1	1/2	X	2 1/2

MOBILE-BALDWIN COUNTY SCHOLASTIC CHESS LEAGUE

By Jack Mallory

This was the 29th season of the Mobile-Baldwin County Chess League. The Alabama School of Mathematics and Science (ASMS) won the Championship with a perfect score of 6 wins. The took possession of the perpetual trophy maintained in the memory of Cecil Dickey, former chess coach at Theodore High, who helped get our league recognized as an official school function by the Mobile County School Board.

Clark school of Mathematics and Science took second place, demonstrating once again what study, dedication and grit can accomplish.

Fairhope High, Daphne High, John LeFlore High, and Murphy High all tied for 3rd place, giving some idea how close the competition has been. Fairhope and Daphne got the 3rd and 4th place trophies based on having won the most individual A Team games during the season.

Clark won the Middle School Championship, and the B Team competition with Christ the King Middle School, LeFlore High, and ASMS tying for 2nd place. Second, 3rd, and 4th place trophies were awarded on tie breaks in the order given.

Christ The King and Clark tied for 1st in the C team competition with perfect scores. Christ The King won the tie break for the 1st place trophy. Baldwin County High School took 3rd place with a score of 5-1.

The fight for places on the All Star Team was fierce all season long. When the smoke of battle finally cleared, Thomas Elmes of Murphy High was 1st and Greg Benke of Fairhope High and Shafer Gaston of ASMS were tied for the 2nd and 3rd positions. William Berry of Clark, John Forward of LeFlore, Ryan Willis of Christ The King, and Ben Hill of Phillips all tied for the 4th and 5th positions, so the League will have to buy 2 more All Star trophies!

The League is conducted as a team Swiss of six to seven rounds with one round played each month. The rounds averaged 160 players.
For information contact: Mr. Jack Mallory

ANDREW WHATLEY WINS US JUNIOR OPEN!!

On 19 July, I received email from Kenneth Sloan that he had an unconfirmed report that Andrew had won the US Junior Open. I fired off an email to find out from Andrew what was true. Here is the report from Alabama's scholastic champion:

"Let me confirm this! I went 4.5/5 and tied for first place. Therefore, we played two playoff games (15 minutes on each side/game). I won both and with it 1st place along with a place in next year's US Junior Championship.

I won the first 3 with relative ease (1550 or so , 1660, 1776). The highest person I played was 1952. I drew him with black in the 4th round--(went from better for like 30 moves, then played a terrible positional move, was worse, then practically lost. He allowed me counterplay, then I drew).

In the last round I played a 1925. He had 4 points, so I had to win to even tie for the title w/ the guy on board 2 who won and also finished w/ 4.5.

I had a great time at the tournament. The Fairhope team was also there and did well. I even got to be their teammate because of loose rules about who is allowed on a team. .After the tourney, I stayed for a few hours and went over some of the games played by "my" team. They show promise.

This trip was made possible by Sean Kelly and his family, who live in Tucson. He has been my student over the internet since January and invited me to stay with them for the tournament in April.
(Be sure to watch the Alabama Chess Antics where Andrew will annotate 2 of his games from the World Open. He was surprised to realize that he beat an international master (IM) in the eighth round and drew GM Lein in his last round.)

TEAM CHESS FUN AND EDUCATIONAL, TOO!

By Tom Young
Simmons Middle School Chess Team
Coach and Sponsor

"OK," I said to myself, "How can we find a way to teach our team members and have fun at the same time?" As the coach of a bunch of 6th to 8th grade students, ranging from gifted, experienced tournament players to kids who have recently learned to play, this was my challenge.

I spent the entire '98-'99 school year trying to figure out way(s) to make this a reality. I compared notes with other coaches and sponsors. I read articles in Chess

Life and School Mates magazines. I read other articles in Chess Antics. I read books to try to find "interesting" lessons that I could apply to everyone. Finally, during one of my "note comparison" sessions with Vasha Rosenblum, she told about an idea she had tried with some success. She described it to me and I decided that this could work for our team as well. After thinking about it for a few days, I added a few "tweaks" of my own, and finally felt I had an idea that met all of my objectives.

This article is intended to describe not only the basic idea behind "team chess" but also some alternatives that you could use to make it apply to your situation.

Team Chess

What you need

1. A group of 6 or more players, plus a "coach"
2. 2 regulation chess boards and piece sets
3. A demo board (you can substitute a 3rd regulation chess set, if necessary)
4. 3 score sheets (blank paper can suffice if you have no score sheets available)
5. At least 1 hour to play, but more time is better

Optional

6. 3 chess clocks
7. 1 "consultant" (also called The Bishop)
8. 2 Mentors (adult players or coaches)

The Objective

1. Have fun.
2. Play a real game of chess. However, due to the nature of the dynamics of this activity, you may not finish the game.
3. Expose players to other people's ideas...even the weakest players have something to contribute, as well as something to learn.
4. Teach discussion of ideas without being critical or argumentative.
5. Make sure that EVERYONE participates.
6. Help players understand that they must consider the consequences of their moves...in other words, teach them to look ahead one to several moves. This is particularly crucial for real novice players.
7. Teach accurate scorekeeping.

What you do

1. Divide the group into 2 roughly equal teams, both in terms of numbers of players and playing strength. The coach should divide the teams...don't let the kids "pick" teams (this just results in a popularity contest), and don't go in straight playing-strength order as you place the kids on teams. Obviously, this requires a little forethought, but it's worth it. Another objective is to make sure that, if you do this more than once, you mix the teams differently after a game is completed.
2. Gather each group around a table on opposite sides of the room. They should be far enough apart that they can talk quietly without disturbing the other team.
3. Each team is given one chess board and, using any means you like, pick white & black colors. Have each team set up their board so that they are looking at it from "their" color.
4. Each team has a "captain" assigned, not elected. You want this to be the strongest, most mature member of the team. The captain's role is to ensure that the "rules" are followed and that everyone participates. If you choose the Mentor alternative, a captain is not necessary.

Alternative: If you have the luxury of having multiple coaches/sponsors/adult players working with your group, assign one of these individuals to each team to be their "mentor." In reality, the mentor does not tell or even recommend to the group which moves to make, but makes sure that their team follows the process of the game and helps the players consider alternatives if they have missed something critical. I prefer this alternative, since it allows the strongest players to concentrate more on the game being played and less on Team Chess rules. The Mentor should be an advisor, but must not talk about specific moves. This is very important.

5. Each player on each team is assigned a number from 1-x. This determines the order in which they will play a move. While all players can discuss each move, each player is responsible, in turn, for one move at a time. Moves rotate among players numerically in order until all have made one move, then player 1 starts over. Another way to look at this is, the player who is responsible for an individual move has final "say so" over that move. So, play begins with White Player 1, then Black Player 1 responds, then White Player 2, then Black

Player 2, until everyone has moved once, then repeat.

6. Each team is responsible for recording each move of the game, both theirs and the other team, just like in a regulation game of chess. However, each team must also record the move that they think the opposing team will choose in response to theirs. Periodically ask them how accurately they've predicted the moves. The idea is to improve their ability to predict and get them in the habit of looking ahead. If you have a good captain, they may look several moves ahead. Who actually does the recording is optional. It can be done by the Mentor, the captain, or could be rotated to each player whose turn it is to move. Remember, keep everyone involved.
7. *Optional:* Each team has a chess clock, as well as the coach. The "official" clock is maintained by the coach, but each team has a clock to remind them that there is a limited amount of time available. If chess clocks are not available, the coach should periodically remind the teams to keep the game moving. Because of discussions, this can actually be quite a slow process...something unusual for scholastic chess, but good for teaching pace.
8. The coach sets up the demo board in a location visible to both teams, along with the clock and a scoresheet.

How to Play

1. The Black and White teams shake hands and depart to their respective boards. Each team and the coach starts White's side of the clock on their own table
2. The White team briefly discusses their opening. White Player 1 (WP1) makes the move on their team board, announces the move to the group, starts Black's clock, records the move on the White scoresheet, and records their prediction of Black's response.
3. The coach starts Black's clock, makes the move on the demo board, and records the move on the scoresheet. This is repeated after each move by each side. In the interest of space, I won't repeat this instruction again. Also, as the coach, you should probably record the order that the players will play in and "check off" the names as each person completes their move. They WILL get lost eventually and so will you if you fail to record who moved last on each team.
4. The Black team briefly discusses their response. Black Player 1 (BP1) makes the move on their team board, announces the move to the group, starts White's clock, records the move on the Black scoresheet, and records their prediction of White's response.
5. White Player 2 (WP2) listens to discussion of possible responses, decides what they want to do, announces the move, starts Black's clock, records the move on their scoresheet, and their prediction of Black's response.
6. BP2 listens to discussion of possible responses, decides what they want to do, announces the move, starts White's clock, records the move on their scoresheet, and their prediction of White's response.
7. WP3 plays, then BP3
8. WP4 plays, then BP4.
9. When all players on each team have made one move, start over with WP1, BP1, etc.

10. *Optional:* If you are fortunate enough to have one more strong player available, coach or parent would be preferred, have this person be a "consultant" to both teams. If you want to make this fun and put it in chess terms, call this person the "bishop". The Bishop cannot advise specific moves, but can certainly discuss general principles that the team should be looking at, based on the context of the game. In other words, if the game is still in the opening and a team is struggling with selecting a particular move (and they will), the Bishop could advise that the team pay attention to development or that they look closely for immediate threats. The Bishop must be careful that they do not give away the other team's game plan, however. Since he is listening to the discussions of both teams, the Bishop must use care in the advice he gives. I recommend that it stay high-level like the examples shown above. Of course as the game progresses, general advice can seem pretty specific. For example, "Rooks belong on open files" is a good principle that might be recommended. But, depending on the board position, it could also be very

specific. The Bishop must use their best judgement on this.

11. As the game progresses, ask the teams how well they are predicting their opponent's responses. It's a good bet that the team that's "winning" is doing a better job of response prediction than the other.
12. *Optional:* If you are beginning to run out of time and the game is not nearly over, record the position and resume the game at your next meeting with the same teams.
13. *Optional:* If you don't want to adjourn the game, the coach can make observations about the position, material, etc. and either declare a winner or a "draw" if sufficiently unclear. If you do this, get the teams to discuss with each other, with coach as moderator, how they did with their game plan. If you saw opportunities that were missed, point those out on the demo board so everyone can watch.

The advantage of letting each team have a board of their own is that they can actually move the pieces around if necessary to examine possible moves and responses. This is important for less experienced players as they often cannot visualize a move without seeing the pieces move. As you progress, you might consider removing the boards in front of each team and force them to discuss moves in more abstract terms as they look at the demo board. However, you must gauge this to the weakest player on your team, because this is a teaching tool as well as being fun. If you begin having players disengage fror the game because they can't see a position clearly or don't understand what the more experienced players are discussing, you have missed the mark.

In my experience, Team Chess is fun for the players and helps the less experienced players learn from those with more. It exposes all your team members to new ideas...some good...some not so good, but they learn to distinguish those very quickly. We did this with Middle Schoolers, but it could have been easily done with Elementary or High School students, with just a few modifications. It teaches chess notation, because of the discussions between the team members. It teaches positional concepts because of the mentor and/or Bishop's input to each team. It teaches the weaker players tactics as they see the stronger players "show" how to execute a particular plan. And, of course, the #1 goal of teaching...IT'S FUN!

ANDREW ANNOTATES!

By Andrew Whatley, Alabama Scholastic State Champion:

Get out your board, set up your pieces, and work through this game from round one of the State Championship!

1999 Alabama State Scholastic Championship
March 13, Huntsville, AL
K-12 Open Section, G/30
White: Norman Dean (Slick) 904
Black: Andrew Whatley 2259

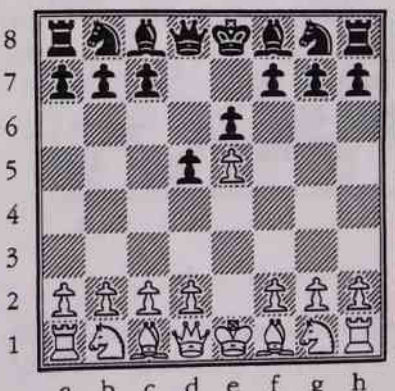
1. e4 e6

This is the start of the French defense, an opening that I have been playing with success since 1996. I strongly recommend that each scholastic player learn one opening as white, and two as black (one against 34 and one against d4). After you have learned these openings, play them in all your games for a year or more until you know everything about them. When you do this, you keep building on knowledge and you stand a good chance to be much more familiar with positions than your opponent. This will allow you to reach winning positions and play fast enough in the opening to save time for finding plans later in the game.

2. e5?!

This is probably a mistake. Instead of playing d4, which would establish a strong center, my opponent moves his e-pawn again. In general, it is not good to move a piece twice in the opening (before your pieces are developed) without a good reason such as winning material. While pawns are not considered serious pieces that can be developed, remember that each time you move a pawn, you are neglecting to develop a piece. So, be careful about making too many pawn moves before you are fully developed because your more developed opponent may be able to attack you.

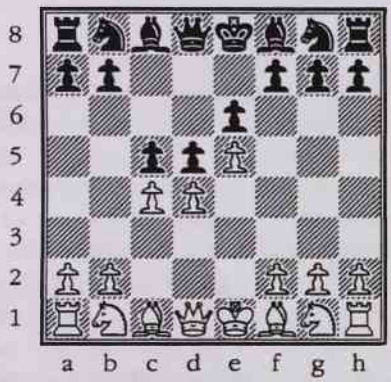
2. . . . d5!?



Perhaps I should have played d6. Then could follow . . .
1) 3. D4? Dxe5; 4. Dxe5 Qxd1, 5. Kxd1 when white's king will be stuck in the center and unable to castle and develop the rooks quickly, or 2) 3. Exd6 Bxd6 when black is already slightly ahead in development. I play 2. . . . d5 in order to transpose into a system that I know well.

3. d4 c5

we have now reached the advance variation of the French Defense.



Position after 4. C4?

4. c4?

Much better is c3, which protects the pawn and keeps a strong center. If black were to play cxd4, white could recapture with the pawn. After c3, black would play Nc6 and Qb6 putting pressure on the d4 pawn. Note that if white recaptures on c5, black will develop his Bishop by playing Bxc5. With c4, white loses a pawn.

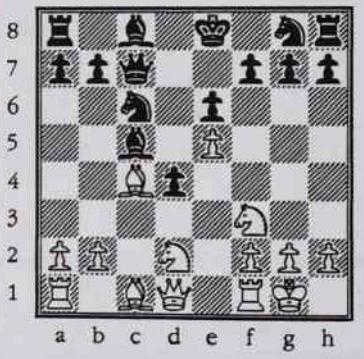
4. . . . dxc4
5. Bxc4

If 5. Qa4+, black can play Qd7 6. Qxd7+ (6. Qxc4 Qxd4) Nxd7 7. Dxc5 (Bxc4 cxd4) Nxe5 and black is up a pawn or in 5. Dxc5 Qxd1+ 6. Kxd1 Bxc5 7. F4 (Bxc4 Bxf2) Nh6! 8. Bxc4 (8. H3 Nf5 threatening Ng3 and Bxg1) Ng4 threatening Nf2+ winning the rook.

5. . . . cxd4
6. Nf3 Nc6

White attacks the pawn, and black defends it. If White had tried to win the pawn by pinning the knight in c6 with Bb5, Black would play Qa5+ and would have won the bishop on b5 (note if Nc3 dxc3).

7. 0-0 Bc5
8. Nbd2 Qc7



Position after 8. . . . Qc7

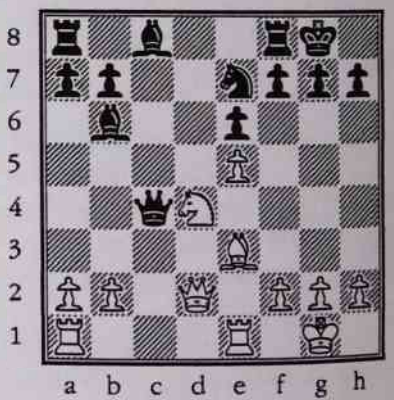
Black prepared a little trap. If 9. Nb3 Nxe5 when the queen on c7 would protect both the bishop on c5 and the knight on e5. Meanwhile, the knight on e5 would attack the bishop on c4. If 10. Bb5, then Nd7. If 10. Bf4 then Nxf3+ 11. Qxf3 Bd6 12. Bxd6 Qxd6 13. Rad1! Qc6 (e5?? 14. Qxf7) 14. Qxc6 bxc6 15. Nxd4 Ne7 and Black will still be a pawn up in the ending. However, White's next move protects the pawn on e5.

9. Re1 Nge7
10. ??Nb3 Bb6
11. Nbxd4??

White misses that Black's queen threatened the bishop on c4 after the Black knight on c6 moves. White's best try might have been 11. Bb5. After 11. . . . 0-0, White may be able to recapture the d pawn, but things get complicated as Black pins the piece to the queen with Rd8.

11. . . . Nxd4
12. Nxd4 Qxc4
13. Be3 0-0
14. Qd2?

Although White is down a piece and lost, he must continue to try to find a plan and attack. I think a good try would be Qg4, with the idea of Bh6 threatening mate with Qxg7. If Black simply plays a developing move such as Bd7 in response to Qxg4, White can play 15. Bh6! Ng6 (g6 Bxf8) 16. Bxg7!! Kxg7?? 17. Nf5+! Exf5 18. Qxc4 and now White is winning. Remember: You are never lost until you get mated or give up. Therefore, no matter how bad your position is, you should keep improving your position and try to win if at all possible.



Position after 14. Qd2?

(in my last round of the World Open, I played a grandmaster and was completely crushed on move 10 and my position got steadily

worse for the next 20 moves. However, I decided that no matter how bad my position was, I still had to find a plan. I found one, my opponent played a few bad moves and then a terrible one, and I was able to draw after a tough fight. If a GM can draw a completely won position, you know that your opponents can make similar, if not worse mistakes. Never give up!)

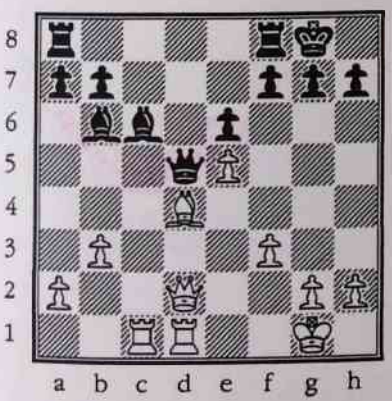
14. ... Bd7
15. b3?!

White is tired of Black's queen and tries to push it away. However, he plays a move which forces the Black queen to move to a better square.

15. ... Qd5
16. Rac1 Nc6
17. Red1 Nxd4

Black wants to make an even trade of pieces because he is up material. Remember: it is much easier to win when you have an extra piece and a few pawns and all your opponent has is a king and a few pawns.

18. Bxd4 Bc6
19. f3



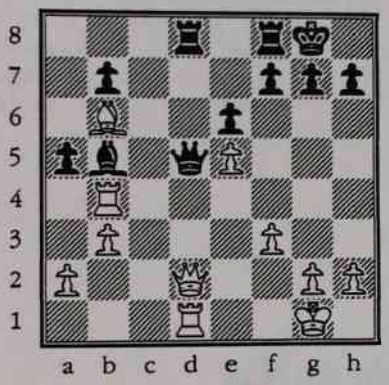
Position after 19. f3

White prevents Qxg2 checkmate.

19. ... Rad8
20. Rc4

This move was forced. Remember that it would be illegal for White to play Bc3 because then his king would be in check by Black's bishop on b6. 20. Be3 fails because of Qxd2 Rxd2 and Bxe3 winning both the bishop and the rook. Also note that if Bxb6, Black would win an exchange with Qxd2. Rxd2 Rxd2. Therefore, white must protect his bishop in this way.

20. ... Bb5
21. Rb4 a5
22. Bxb6

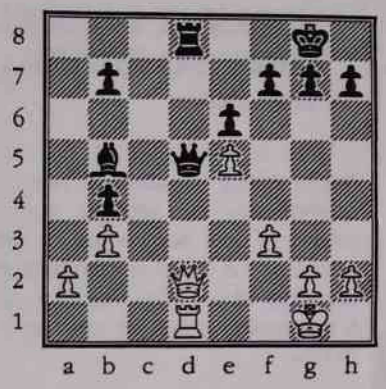


Position after 22. Bxb6

Black must be careful here. If he plays Qxd2 then 23. Rxd2 Rxd2 24. Rxb5 Rc8 (threatening Rc1 mate), White has 25. H3! Rc8-c2 26. Rxa5 and now although Black is winning and can defend against Rz8+ with Rxa2, his lead of a piece (3 points has dwindled to an exchange--a knight or bishop for a rook, which is only 2 points).

22. ... axb4
23.Bxd8 Rxd8

If 22. ... Qxd2?? 23. Rxd2 White would be equal in material and no worse in the position. With 23. ... Rxd8, Black has kept his piece advantage.

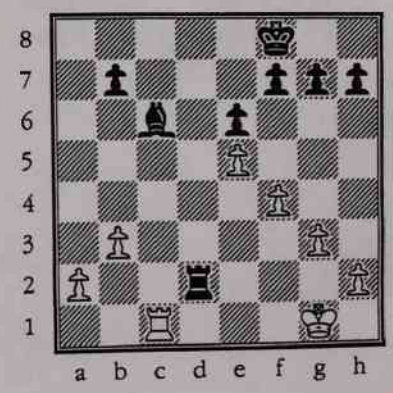


Position after 23. ... Rxd8

24. Qxd5 Rxd5
25. Re1 Kf8

In an ending, the king is much less likely to be caught in a mating net. Therefore, the king should generally go toward the center or wherever the action is and help out the other pieces.

26. f4 Rd2
27. a4? Bxa3 en passant
28. Rc1 Bc6
29. g3 a2
White loses on time.



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Black's plan would have been Rb2 and Rb1+, queening the pawn.

WHEN IT'S YOUR TURN TO MOVE ...

By Louis Defiore

How do you choose the next move? Not a trivial question; in fact, your answer tells me whether you're a master or just another pawn pusher (like me). A chess master once gave me some advice after trouncing me in a tournament game; let me pass it on to you.

Study the board & choose your move, but before you grab the piece of plastic and commit yourself, ask yourself two final questions:

1. Do I have a loose (undefended) **piece** - either now or after I make my intended move? If so, even if there seems to be no danger, look again. The odds say you'd be better off if you played it safe and brought it back inside your zone-of-control, just on general principles. When you lose material, loose pieces are usually the culprit.

Pay particular attention to your Queen. Because of its awesome power and mobility, it is too often pushed into position with reckless abandon and without proper support. Also watch your knights. Don't airdrop one into the middle of the enemy camp without looking to see what happens next.

2. Can my opponent check me? If so, even if there seems to be no danger, look again. The odds say you'd be better off playing it safe. I'm reminded about a game I read about between two English grandmasters played almost 100 years ago. A third party, another GM was overheard to say "All Blackburne can do is give a few checks, but he has no real threats." (or something like that). Well, Blackburne won the game; his "few checks" ended in checkmate! Now if a card-carrying grandmaster can make this kind of boo-boo, how much more so us mere mortals?

Ask these two questions and you'll ward off 90% of the tactical oversights that wander your way. One final word: this takes discipline! A lazy person will not stop to ask the question, but it does get easier with practice. It becomes a habit; your brain automatically scans the board and gives you the answer before you ask the question.

Alabama Chess Scholastic Antics

C/o Vasha Rosenblum,
ACF Scholastic Vice President

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- *Scholastic League Reports*
- *Andrew Annotates*
- *Coaching With Team Chess*